# ECLIPSE GIANT

*The creature standing before you is tremendous in size, even for a giant. Its charcoal skin is decorated with countless white tattoos depicting various constellations and other celestial bodies, some faded, others fresh and stark. The giant moves with a ponderous look towards the heavens, its hair seemingly flows with no regard for gravity.*

**Gargantuan Scholars.** Eclipse giants truly live up to their namesake in size alone. These creatures are so tremendous that they make even the mighty storm giants look small by comparison. They average approximately forty feet in height and can weigh upwards of thirty-thousand pounds. Many onlookers first assume that due to their apparent bulk and towering physique the giants are mere brutes who rely on strength alone, but that couldn't be further from the truth. Eclipse giants are wanderers at heart who seek to understand the deepest esoteric secrets the world has

to offer. This often gets them in trouble, or at least causes troubles for others, as their preoccupied minds tend to notice little else around them beyond the subject of their ponderings which can result in the oblivious destruction of whatever finds itself underfoot.

**Marked By The Cosmos.** The body of an eclipse giant is marked by numerous tattoos that depict various celestial bodies and star charts. These tattoos can carry many different meanings. Some are a representation of the night sky during an important event in the giant's life such as a great victory in battle, the discovery of something fantastic, or the birth of a child. Others are literal maps encoded in the stars that someone with significant knowledge in astronomy could use to chart a path. Such tattoos typically lead to a location important to the giant's culture that is passed on through the generations. Some say these tattoos grant the giants power over life and death, though to the giants this power is more representative of life's cycles than anything resembling simple necromancy.

**Eclipse of the Self.** While interested in all manner of cosmological events, the one thing that truly stands at the forefront of eclipse giant culture is the tracking of both lunar and solar eclipses. During an eclipse of any kind the "true self" of every eclipse giant is unlocked. While the giant's "true self" is active they can access a part of their innermost being that is normally kept dormant. Some eclipse giants enter a violent frenzy, becoming nearly unkillable arbiters of death and destruction. Another might begin manically putting pen to parchment, creating written works of art that will define their culture for generations, all while another might be granted vast understanding of the cosmos and temporarily gain the capacity to quickly solve a complex astronomical formula that may have taken years to interpret otherwise. The "true self" of each eclipse giant is different, but it is something they all seek to access as frequently as possible and therefore the prediction of a coming eclipse is of the greatest importance to their species as a whole.

---

## Eclipse Seers

Some eclipse giants are able to predict the occurrence of an upcoming eclipse, a skill that is highly valued among eclipse giant kind. While these seers often take on quasi-religious roles within eclipse giant society, they don't actually use magic to divine coming astral events, but instead derive this information from highly complex mathematical formulas and an incredible understanding of astronomy. A typical eclipse giant seer has a CR of 19 (22,000 XP), an Intelligence score of 26, and gains the following two traits;

**Astral Seer.**
The giant can spend 1 hour studying the stars in order to gain insight into future events. The giant gains accurate information pertaining to one cosmic event or activity that is going to take place within the next 30 days.

**Snuff Life (Recharge 6).**
*This action functions the same way as it does for the standard eclipse giant, but it is on a Recharge of 6 instead of being 1/Day.*

---

# Eclipse Giant

*Gargantuan Giant, Typically Neutral*

**Armour Class** - 17 (natural armor)
**Hit Points** - 314 (17d20 + 136)
**Speed** - 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 30 | 13 | 26 | 13 | 24 | 18 |
| +10 | +1 | +8 | +1 | +7 | +4 |

**Saving Throws** STR +16, DEX +14, CON +14, WIS +13
**Skills** Arcana +7, History +7, Intimidation +10, Perception +19
**Damage Immunities** Cold
**Condition Immunities** Blinded
**Senses** darkvision 120 ft., passive Perception 25
**Languages** Common, Deep Speech, Giant
**Challenge** 17 (18,000 XP)

**Proficiency Bonus** +6

## Traits

***Eclipse Empowered.***
As long as the giant has direct line of sight to a solar or lunar eclipse, it has advantage on all of its rolls, is immune to being frightened, and gains 20 temporary hit points at the start of each of its turns. The giant also gains immunity to nonmagical damage and can't be killed by any instant death effect such as the *power word kill* spell.

***Eyes of the Dark.***
The giant can see through magical darkness as if it were normal darkness.

***Imbue Rock.***
When the giant throws a rock, it can choose to imbue it with one of the two following magical properties;

- *Destructive Void:* Any creature hit by the rock takes an additional 55 (10d10) necrotic damage.
- *Soothing Light:* Any creature that catches the rock is immediately cured of being blinded, deafened, paralyzed, or poisoned. The creature also regains 55 (10d10) hit points.

***Rock Catching.***
When the giant is hit by a thrown weapon attack it can use its reaction to attempt a DC 15 Dexterity Saving Throw to deflect or catch the projectile.

***Wisdom of the Cosmos.***
The giant adds its Wisdom modifier to initiative rolls and Dexterity Saving Throws (already factored into its DEX save bonus).

# Actions

***Multiattack.***
The giant attacks three times with its longsword, or once with its longsword and once with a rock.

***Serrated Longsword.***
*Melee Weapon Attack:* +16 to hit, reach 10 ft., one creature.
*Hit:* 32 (5d10 + 10) slashing damage. This attack is a critical hit on a roll of 19 or 20.

***Rock.***
*Ranged Weapon Attack:* +16 to hit, range 80/300 ft., one target.
*Hit:* 37 (4d12 + 10) bludgeoning damage.

***Snuff Life (1/Day).***
The giant twists the essence of life that flows through a living creature it can see within 120 feet. It can then target another living creature that is within 30 feet of the previous target. It can repeat this process until it has targeted up to 9 living creatures. Each target must succeed on a DC 18 Wisdom Saving Throw or be negatively impacted based on their Challenge Rating as shown in the table below. A Player Character's Challenge Rating is equivalent to their current combined class levels.

| **Target's CR** | **Failed Save** | **Successful Save** |
|---|---|---|
| CR 5 or lower | The target dies. | The target is reduced to 1 hit point. |
| CR 6-10 | The target takes 65 (10d12) necrotic damage and is stunned until the end of their next turn. | The target takes half as much damage and is not stunned. |
| CR 11-14 | The target takes 52 (8d12) necrotic damage and is knocked prone and their movement speed is reduced to 0 until the end of their next turn. | The target takes half as much damage and is not knocked prone and their movement speed is unaffected |
| CR 15 or higher | The target takes 39 (6d12) necrotic damage. | The target takes half as much damage. |

***Innate Spellcasting.***
The giant's innate spellcasting ability is Wisdom (spell save DC 21, +12 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

• At will: *daylight, darkness, death ward*
• 3/day each: *moonbeam*
• 1/day each: *cone of cold*

# Legendary Actions

The eclipse giant can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The eclipse giant regains spent legendary actions at the start of its turn.

***Lunar Eclipse.***
The giant casts *moonbeam*. If it is already concentrating on a *moonbeam* spell, the giant may instead move the beam up to 60 feet in any direction.

***Solar Eclipse (Costs 2 Actions).***
The giant glows with a burning light until the start of its next turn. During this time, whenever a creature targets the giant with an attack or ability that requires sight, the target is blinded until the end of their turn.

***Total Eclipse (Costs 3 Actions).***
Until the start of the giant's next turn it is surrounded by a 120 foot area of magical darkness, centred on itself.